

ABSTRACT OF THE DISCLOSURE

A mechanism for managing pointers or handles to transient objects is disclosed. An anonymous token is assigned to an object. When an anonymous token is needed for an object, an unused token value is obtained from a list of available values and is associated with the object, the token value is removed from the list of available values, and data elements of a token data array entry associated with the anonymous token value are updated. When an operation is performed on an object identified by an anonymous token, data elements are evaluated and if reuse counts are not identical or if the validity indicator does not indicate that the object is valid, the operation is not performed. When an object is de-allocated, the token value associated with the object is returned to the available list and the data elements associated with the token value are updated.